2002, such as during startup. The volatile memory 2010 can also include a high-speed RAM such as static RAM for caching data.

[0072] The system bus 2008 provides an interface for system components including, but not limited to, the memory subsystem 2006 to the processing unit(s) 2004. The system bus 2008 can be any of several types of bus structure that can further interconnect to a memory bus (with or without a memory controller), and a peripheral bus (e.g., PCI, PCIe, AGP, LPC, etc.), using any of a variety of commercially available bus architectures.

[0073] The computer 2002 further includes storage subsystem(s) 2014 and storage interface(s) 2016 for interfacing the storage subsystem(s) 2014 to the system bus 2008 and other desired computer components. The storage subsystem(s) 2014 can include one or more of a hard disk drive (HDD), a magnetic floppy disk drive (FDD), and/or optical disk storage drive (e.g., a CD-ROM drive DVD drive), for example. The storage interface(s) 2016 can include interface technologies such as EIDE, ATA, SATA, and IEEE 1394, for example.

[0074] One or more programs and data can be stored in the memory subsystem 2006, a removable memory subsystem 2018 (e.g., flash drive form factor technology), and/or the storage subsystem(s) 2014, including an operating system 2020, one or more application programs 2022, other program modules 2024, and program data 2026. Generally, programs include routines, methods, data structures, other software components, etc., that perform particular tasks or implement particular abstract data types. All or portions of the operating system 2020, applications 2022, modules 2024, and/or data 2026 can also be cached in memory such as the volatile memory 2010, for example. It is to be appreciated that the disclosed architecture can be implemented with various commercially available operating systems or combinations of operating systems (e.g., as virtual machines).

[0075] The storage subsystem(s) 2014 and memory subsystems (2006 and 2018) serve as computer readable media for volatile and non-volatile storage of data, data structures, computer-executable instructions, and so forth. Computer readable media can be any available media that can be accessed by the computer 2002 and includes volatile and non-volatile media, removable and non-removable media. For the computer 2002, the media accommodate the storage of data in any suitable digital format. It should be appreciated by those skilled in the art that other types of computer readable media can be employed such as zip drives, magnetic tape, flash memory cards, cartridges, and the like, for storing computer executable instructions for performing the novel methods of the disclosed architecture.

[0076] A user can interact with the computer 2002, programs, and data using external user input devices 2028 such as a keyboard and a mouse. Other external user input devices 2028 can include a microphone, an IR (infrared) remote control, a joystick, a game pad, camera recognition systems, a stylus pen, touch screen, gesture systems (e.g., eye movement, head movement, etc.), and/or the like. The user can interact with the computer 2002, programs, and data using onboard user input devices 2030 such a touchpad, microphone, keyboard, etc., where the computer 2002 is a portable computer, for example. These and other input devices are connected to the processing unit(s) 2004 through input/output (I/O) device interface(s) 2032 via the system bus 2008, but can be connected by other interfaces such as a parallel port, IEEE 1394 serial port, a game port, a USB port, an IR inter-

face, etc. The I/O device interface(s) 2032 also facilitate the use of output peripherals 2034 such as printers, audio devices, camera devices, and so on, such as a sound card and/or onboard audio processing capability.

[0077] One or more graphics interface(s) 2036 (also commonly referred to as a graphics processing unit (GPU)) provide graphics and video signals between the computer 2002 and external display(s) 2038 (e.g., LCD, plasma) and/or onboard displays 2040 (e.g., for portable computer). The graphics interface(s) 2036 can also be manufactured as part of the computer system board.

[0078] The computer 2002 can operate in a networked environment (e.g., IP) using logical connections via a wired/wireless communications subsystem 2042 to one or more networks and/or other computers. The other computers can include workstations, servers, routers, personal computers, microprocessor-based entertainment appliance, a peer device or other common network node, and typically include many or all of the elements described relative to the computer 2002. The logical connections can include wired/wireless connectivity to a local area network (LAN), a wide area network (WAN), hotspot, and so on. LAN and WAN networking environments are commonplace in offices and companies and facilitate enterprise-wide computer networks, such as intranets, all of which may connect to a global communications network such as the Internet.

[0079] When used in a networking environment the computer 2002 connects to the network via a wired/wireless communication subsystem 2042 (e.g., a network interface adapter, onboard transceiver subsystem, etc.) to communicate with wired/wireless networks, wired/wireless printers, wire/wireless input devices 2044, and so on. The computer 2002 can include a modem or has other means for establishing communications over the network. In a networked environment, programs and data relative to the computer 2002 can be stored in the remote memory/storage device, as is associated with a distributed system. It will be appreciated that the network connections shown are exemplary and other means of establishing a communications link between the computers can be used.

[0080] The computer 2002 is operable to communicate with wired/wireless devices or entities using the radio technologies such as the IEEE 802.xx family of standards, such as wireless devices operatively disposed in wireless communication (e.g., IEEE 802.11 over-the-air modulation techniques) with, for example, a printer, scanner, desktop and/or portable computer, personal digital assistant (PDA), communications satellite, any piece of equipment or location associated with a wirelessly detectable tag (e.g., a kiosk, news stand, restroom), and telephone. This includes at least Wi-Fi (or Wireless Fidelity) for hotspots, WiMax, and Bluetooth™ wireless technologies. Thus, the communications can be a predefined structure as with a conventional network or simply an ad hoc communication between at least two devices. Wi-Fi networks use radio technologies called IEEE 802.11x (a, b, g, etc.) to provide secure, reliable, fast wireless connectivity. A Wi-Fi network can be used to connect computers to each other, to the Internet, and to wire networks (which use IEEE 802.3-related media and functions).

[0081] What has been described above includes examples of the disclosed architecture. It is, of course, not possible to describe every conceivable combination of components and/or methodologies, but one of ordinary skill in the art may recognize that many further combinations and permutations